MINUTES

City Council Meeting Monday, April 2, 2018 – 6:00 p.m.

Call to Order: Mayor Bethune called the meeting to order at 6:00 p.m.

Roll Call:

Members: Mayor Bethune presided. Council Members: Councilmember Campbell, Councilmember Cody, Councilmember Daniel, Councilmember Ruiz and Councilmember Tice. Absent: Mayor Pro-tem Bessie Kicklighter

Staff: Ron Feldner, City Manager; Rhonda Ferrell-Bowles, Clerk of Council; James P. Gerard, City Attorney; Joseph Papp, Captain GCPD; Ben Brengman, IT Director; Cliff Ducey, Recreation Director and Jackie Jackson, Special Projects Coordinator. *Absent: Pam Franklin, HR Director, Gilbert Ballard, Chief of Police; Corbin Medeiros, Fire Chief; Ron Alexander, Planning Director and Benny Googe Public Works Director.*

Opening: Pastor Randall Frantz, First Baptist Church of Garden City gave the invocation and Mayor Bethune led City Council in the pledge of allegiance to the flag.

Informal Public Comment: Mayor Bethune opened the floor to receive public comment from the audience. There being no questions or comments, Mayor Bethune closed the informal public comment portion of the meeting.

City Council Minutes: Upon motion by Councilmember Campbell, seconded by Councilmember Cody, City Council voted unanimously to approve the city council minutes dated 3/19/18 and the workshop synopsis dated 3/26/18.

Staff Reports:

City Manager presented the Human Resources Department's report for the month of March.

Director of Information Technology presented the Information Technology Department's report for the month of March.

Director of Parks & Recreation presented the Parks & Recreation Department's report for the month of March.

City Manager's Updates & Announcements: City Manager said I would like to encourage everyone to visit the City's new website particularly as it relates to upcoming events and activities. He said also I would like to thank the Special Projects Coordinator and IT Director for their work on the new website. He said the Chatham Parkway project is wrapping up and coming to conclusion. He said we have made changes in staffing in code enforcement and we will be unveiling these changes in the coming weeks.

Items for Consideration:

Resolution, FY2017 General Fund Year-End Budget Amendment: Clerk of Council read the heading of a resolution to amend the Fiscal Year 2017 General Operating Fund Budget to adjust for the difference between the originally budgeted and presently projected revenues and expenditures for certain of the city's various budgets.

City Manager said this is to make year-end budget adjustments to reconcile the revenue and expenses in the various funds. He said we do this every year prior to the auditor coming in so he has the most recent budget information.

Upon motion by Councilmember Campbell, seconded by Councilmember Tice, City Council voted unanimously to adopt the resolution.

Resolution, FY2017 Enterprise Funds Year-End Budget Amendments: Clerk of Council read the heading of a resolution to amend the Fiscal Year 2017 Budgets for the four enterprise funds; to adjust for the differences between the originally adopted and presently projected revenues and expenses for certain of the various line items in the budgets of the four enterprise funds.

Upon motion by Councilmember Daniel, seconded by Councilmember Ruiz, City Council voted unanimously to adopt the resolution.

Resolution, FY2017 SPLOST FUND Year-End Budget Amendment: Clerk of Council read a resolution to amend the fiscal year 2017 SPLOST Fund Budget; to adjust for the differences between the originally adopted and presently projected revenues and expenses for certain of the various line items in the SPLOST Fund Budget.

Upon motion by Councilmember Tice, seconded by Councilmember Cody, City Council voted unanimously to adopt the resolution.

Adjournment: Upon motion by Councilmember Tice, seconded by Councilmember Campbell, City Council voted unanimously to adjourn the meeting at 6:17 p.m.

Transcribed and submitted by: Clerk of Council Accepted and approved by: City Council 4/16/18